Myth ADVENTURES!

WARP GRAPHICS 2

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"... a pleasant walk, a pleasant talk..."

OKAY, I'VE FINISHED BURYING GARKIN AND THAT IMP ASSASSIN, AND I COVERED THE GRAVES WITH LEAVES.

TOOK YOU LONG ENOUGH.

WELL, I *COULD'VE* USED SOME HELP.

I WAS BUSY, APPRENTICE.

YEAH, I GUESS TEARING UP A HUT LIKE THIS COULD TAKE TIME.

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DON'T GIVE ME ANY LIP, BOY! I'M DOING MY DAMNDEST TO KEEP US FROM GETTING KILLED!!

I'M SORRY, AAHZ. IF I KNEW WHAT YOU WERE DOING, I COULD HELP.

I'M MAINLY LOOKING FOR WEAPONS. YOU KNOW—SWORDS, KNIVES, BAZOOKAS...

WHAT'S A...

SKIP IT.

WEAPONS? I THOUGHT YOU WERE A MAGICIAN.

OH NO—I'M NOT GOING THROUGH *THAT* AGAIN. BESIDES, WHAT'S THAT GOT TO DO WITH WEAPONS? I'VE LOST MY POWERS... REMEMBER?

WELL, IT'S JUST THAT I'VE NEVER KNOWN A MAGICIAN WHO USED WEAPONS.

AND HOW MANY MAGICIANS HAVE YOU KNOWN?

UH... ONE.

AND LOOK WHAT HAPPENED TO HIM.

I'LL HELP YOU LOOK.

COLECKI

I'M ALREADY FINISHED. WE'VE GOT A SWORD WITH A CRUDDY BLADE, BAD BALANCE AND FAKE JEWELS IN THE HANDLE—AND TWO KNIVES THAT HAVEN'T BEEN SHARPENED SINCE THEY WERE MADE.

I ALSO FOUND SOME GOLD STUFF WE CAN CONVERT INTO CASH.

BUT THOSE THINGS ARE CURSED!

NAW – THAT'S JUST A STORY MAGICIANS TELL TO KEEP THIEVES AWAY.

THEN NONE OF THESE THINGS HAVE ANY MAGIC POWERS?

NOW I DIDN'T SAY *THAT.* OCCASIONALLY YOU STUMBLE ACROSS A REAL ITEM –

BUT THEY'RE PRETTY RARE.

SO HOW CAN YOU TELL THE REAL FROM THE FAKE?

SO GARKIN DIDN'T EVEN TEACH YOU TO SEE AURAS. TIME FOR ANOTHER LESSON, APPRENTICE.

HAVE YOU EVER DAYDREAMED? YOU KNOW, JUST STARED AT SOMETHING AND LET YOUR MIND DRIFT...

OKAY, NOW LOWER YOUR HEAD TO TABLE LEVEL AND LOOK ACROSS THE TABLE AT THE WALL. DON'T FOCUS ON ANYTHING – JUST STARE AND LET YOUR MIND DRIFT.

UM... YES.

HEY?!

WHAT WAS IT, KID?

WELL, JUST FOR A SECOND THERE, I THOUGHT I SAW A RED GLOW AROUND THE *RING.*

THE RING, EH? THAT FIGURES. THEN THE REST OF THIS STUFF SHOULD BE OKAY.

NOW WHAT YOU SAW, APPRENTICE, WAS AN **AURA.** MOST PEOPLE HAVE THEM, SOME PLACES DO AND IT'S A SURE TEST TO CHECK IF AN ITEM'S TRULY MAGICAL. I'D BET THIS RING IS WHAT GARKIN USED TO FRY THE ASSASSIN.

ARE WE GOING TO TAKE IT WITH US?

WELL... NO.

DO *YOU* KNOW HOW TO CONTROL IT?

NEITHER DO I. THE LAST THING WE NEED TO CART AROUND IS A RING THAT SHOOTS FIRE. *PARTICULARLY* IF WE DON'T KNOW WHAT ACTIVATES IT.

SO WE LEAVE IT. IF WE'RE LUCKY, THE OTHERS WILL FIND IT AND FRY THEMSELVES.

EXIT

WHAT OTHERS?

HMMM? OH - THE OTHER ASSASSINS.

WHAT OTHER ASSASSINS?!

KID, ASSASSINS *NEVER* WORK ALONE. THAT'S WHY THEY NEVER MISS. THERE'S A BACK-UP TEAM AROUND HERE SOMEWHERE.

YOU MEAN WHILE WE'VE BEEN FOOLING AROUND WITH SWORDS AND AURAS THERE'VE BEEN MORE ASSASSINS ON THE WAY?!

"RELAX - I SAID *BACK-UP* OUR CHARRED FRIEND GOT FIRST CRACK AT GARKIN - AND ANY RANDOM BOOTY LYING AROUND THAT CAUGHT HIS EYE. THE OTHERS WON'T MOVE UNTIL TOMORROW."

HOW DO YOU KNOW SO MUCH ABOUT ASSASSINS?

WENT WITH ONE FOR AWHILE, LOVELY LASS, BUT SHE COULDN'T KEEP HER MOUTH SHUT, EVEN IN BED...

YEAH? WHAT HAPPENED TO HER?

NONE OF YOUR BUSINESS, KID! LETS MOVE OUT!

PORTA-FIRE

WHERE ARE WE GOING?

KID, YOU WORRY ME. THE ANSWER ISN'T EVEN MAGIC, IT'S COMMON SENSE. *FIRST* WE FIND ISSTVAN.

OH, YOU KNOW WHERE HE IS?

NOPE.

THEN HOW ARE WE GOING TO *FIND* HIM?

AH, WELL, *THAT* IS MAGIC. WE JUST TRACE THE WORLD'S *FORCE LINES* UNTIL WE FIND HIM- OR ANOTHER MAGICIAN WHO CAN HELP US.

FORCE LINES?

YEP. THEY'RE THE PATHS ALONG WHICH A WORLD'S ENERGIES FLOW. A MAGICIAN CAN TAP DIRECTLY INTO THEM FOR POWER. THAT'S THE *GOOD* PART.

AND THE BAD PART?

WELL, MOST MAGICIANS LIVE RIGHT *ON* FORCE LINES. IT'S EASIER TO TAP INTO THEM. BUT IT'S ALSO EASIER FOR YOUR ENEMIES TO FIND YOU. I'D BET THAT'S HOW THEY FOUND GARKIN, AND IF WE TRACE THE CLOSEST LINE BACK, WE SHOULD FIND ISSTVAN.

IT'S LIKE LOOKING FOR AN AURA, EXCEPT IT'LL LOOK LIKE A LINE. GOT ANYTHING?

GOT IT? WE'RE RIGHT ON IT!

HMMM... THOUGHT SO.

OKAY, AND HOW DO WE TRACE FORCE LINES?

NOT *WE*. *YOU*.

AAHZ? WE FOLLOW THIS LINE TO GET TO ISSTVAN, RIGHT?

AND THE ASSASSINS FOLLOWED IT HERE TO FIND GARKIN.

YEAH?

I THINK SO.

THEN WON'T WE RUN INTO THEM?

WE'LL JUST CIRCLE AROUND 'EM. DON'T WORRY, KID, THEY'LL *NEVER* CATCH US.

ONE WEEK LATER···

WELL? ARE THEY STILL FOLLOWING US?

I KEEP *TELLING* YOU, KID, THIS IS A GOOD SIGN. IT MEANS WE'RE GOING THE RIGHT WAY.

WHAT IF WE'RE GOING THE *WRONG* WAY AND THEY'RE REALLY TRACKING *US*? HOW LONG DO WE TRAVEL BEFORE WE GIVE UP AND ADMIT IT?

SHHHK SHHHHK SHHHHK

HOW LONG DO *YOU* THINK IT'LL TAKE TO LEARN ENOUGH MAGIC TO STAND UP TO A PAIR OF PROFESSIONAL ASSASSINS ARMED WITH OFF-DIMENSIONAL WEAPONS?

SHHHHK

LET'S GET TO WORK!!

OKAY, HOW'RE YOUR RECHARGING EXERCISES GOING?

WELL, I CAN TAP DIRECTLY INTO THE *FORCE* LINE AND RECHARGE IN ABOUT THREE MINUTES WHEN I GET TIRED.

SHHHK

NO GOOD. YOU *SHOULD* BE ABLE TO DO IT WHILE YOU'RE WALKING.

NOW FETCH ME A PIECE OF WOOD.

SHHHHK

HMMM. THERE MAY BE HOPE FOR THIS SWORD YET.

HORK!

WHY DID YOU LET THE WOOD FALL?

I ~GASP~ GUESS YOU ···STARTLED ME.

NOT BAD, KID···

HAAAIIII·YAAAAA!!

CHOP

6.

OH REALLY?

STOP IT!

HEY!

BONK

WHAT WAS *THAT* FOR?

CALL IT AN OBJECT LESSON.

YOU *KNOW* YOU CAN CONTROL THE STICK, BUT INSTEAD YOU DUCKED AND GOT HIT. WHY DIDN'T YOU USE YOUR MAGIC TO CONTROL IT?

YOU DIDN'T GIVE ME ANY TIME TO *THINK!*

I DIDN'T?

OH GEE WHIZ, I'M SORRY.

YOU LET ME KNOW WHEN YOU'RE ALL SET AND WE'LL TRY AGAIN. OKAY?

OKAY-

I THINK I'M···

WHAK

AND *THERE*, APPRENTICE, IS THE DIFFERENCE BETWEEN CLASSROOM AND FIELD.

IN ACTUAL PRACTICE YOU'LL NEVER BE ALLOWED THE LUXURY OF LEISURELY GATHERING YOUR POWER. YOU WOULDN'T LAST THIRTY SECONDS IN A REAL FIGHT. SELF CONFIDENCE IS A WONDERFUL THING, KID, BUT NOT IF IT ISN'T JUSTIFIED. SOMEDAY WE'LL BE STAKING BOTH OUR LIVES ON YOUR ABILITY AND IF YOU'VE BEEN KIDDING YOURSELF, THEY'LL BE SCRAPING US UP WITH A SHOVEL.

SHHHHHK

WELL, NOW THAT WE'VE DISCOVERED THE PROBLEM, LETS SOLVE IT. INSTEAD OF MUSTERING YOUR POWER FROM SCRATCH EACH TIME, CREATE A SMALL SPACE INSIDE YOURSELF AND STORE UP SOME ENERGY THERE. ALWAYS KEEP THAT SUPPLY REPLENISHED AND READY TO COVER FOR YOU WHEN YOU NEED IT.

IT TICKLES.

THEN YOU'VE GOT IT! NOW LETS SEE IF YOU CAN MAINTAIN IT WHILE I GET IN A LITTLE KNIFE PRACTICE.

POK

CHOFF!

CHOFF!

CHOFF!

CHOFF!

CHOFF!

CHOFF!

STOP IT, SKEEVE!

I DID IT!

NOW THAT'S THE STUFF TO HAVE CONFIDENCE IN.

THAT LITTLE PIECE OF MAGIC WILL SAVE YOUR LIFE SOMEDAY.

VORP!

AND IN THE NICK OF TIME TOO; SOMEONE'S COMING.

HOW CAN YOU TELL?

NOTHING SPECIAL. I'VE JUST GOT BETTER HEARING THAN YOU.

DON'T PANIC, IT ISN'T THE IMPS.

WELL, AREN'T WE GOING TO *HIDE*?

ONE ANIMAL, WITH A RIDER.

NOT THIS TIME – I'M GOING TO TEACH YOU A NEW SPELL, RIGHT NOW, WHILE YOU'RE HOT! WE'VE GOT A FEW MINUTES.

MINUTES? I CAN'T LEARN A SPELL IN A FEW *MINUTES!*

SURE YOU CAN. THIS ONE'S EASY. ALL YOU'VE GOT TO DO IS *DISGUISE* ME TO LOOK HUMAN.

HOW DO I DO THAT?

THE SAME WAY YOU DO EVERYTHING ELSE; WITH YOUR MIND. FIRST CLOSE YOUR EYES. OKAY, NOW PICTURE ANOTHER FACE.

"UM··· WHO?"

"ANYBODY."

"GOT ONE."

GARKIN

"GOOD. NOW PICTURE ME."

"YEAH?"

"NOW BLANK OUT MY FEATURES···"

"··· AND MOLD THE FACE TO THE HUMAN FEATURES."

"THIS ISN'T EASY."

"GOT IT?"

"UM··· I DUNNO···"

"WELL, JUST KEEP THAT IMAGE IN THE BACK OF YOUR MIND."

NOW OPEN YOUR EYES!

IT DIDN'T WORK!

SURE IT DID.

BUT... BUT YOU HAVEN'T CHANGED... SORT OF.

TRUST ME. *YOU* CAN'T SEE IT BECAUSE *YOU* CAST THE SPELL, AND SO YOUR MIND ISN'T FOOLED BY THE ILLUSION. EVERYONE *ELSE* WILL BE. GARKIN HUH? WELL, IT'LL DO FOR NOW.

YOU REALLY SEE GARKIN'S FACE?

SURE. WANT TO LOOK?

AAHZ... I CAN'T *SEE* YOU.

WELL, KID, I'VE NEVER BEEN ONE TO ENGAGE IN UNDUE REFLECTION...

I HEAR SOMEBODY!

GET IT?

ARE YOU *SURE* ABOUT THIS, AAHZ?

TRUST ME, KID - THERE'S NOTHING TO WORRY ABOUT.

A WAR UNICORN! AAHZ, I *REALLY* THINK...

RELAX, KID, NOW WATCH THIS.

HO, STRANGER! HOW FAR TO THE NEXT TOWN?

EH?

BY THE GODS!! A DEMON!

EAT STEEL, DEMON!!

BOO·GA!

EEYUK!

HOW DID YOU DO THAT? THAT WAS A TRAINED WAR UNICORN!

EVEN A WAR UNICORN CAN'T STAND UP TO DEMONIC HALITOSIS.

BY THE GODS! I, QUIGLEY, HAVE KILLED MEN FOR LESS!!

ZIK

CRAK

K·CHONK!

"RELAX, SKEEVE", "THIS'LL BE EASY, SKEEVE", "TRUST ME, SKEEVE"··· BOY, WHEN YOU MISS A CALL, YOU DON'T DO IT SMALL, DO YOU?

SHUT UP, KID.

I DON'T WANT TO SHUT UP! I WANT TO KNOW WHAT HAPPENED TO THAT 'EASY SPELL' YOU TAUGHT ME!

I WAS WONDERING ABOUT THAT MYSELF. HMMM. CHECK HIS AURA AND LOOK FOR ANYTHING UNUSUAL.

"TRUST ME", YOU SAID, "I KNOW···"

HEY!

WHAT IS IT?

"HIS AURA! IT'S SORT OF REDDISH YELLOW EXCEPT THERE'S A BLUE PATCH ON HIS CHEST."

I THOUGHT SO··· HA! LOOK AT THIS!

WHAT IS IT?

I'M NOT SURE··· BUT I'VE GOT A HUNCH. I WANT YOU TO REMOVE THE DISGUISE SPELL.

BUT···

OH, ALL RIGHT.

WELL?
PERFECT.
TERRIFIC. NOW WHAT?
OY
NOW PAY ATTENTION.
DID ANYBODY GET THE NUMBER OF THAT···
RELAX, STRANGER, THINGS ARE NOT AS THEY SEEM.
BEWARE DEMON! I AM NOT WITHOUT DEFENSES!
OH? SUCH AS?
SUCH AS MY SWORD···
UH OH···
THEN FACE MY DAGGER···
ER···
THROWING AXE?···
SHURIKENS?···
SKINNING KNIFE?···
BRASS KNUCKLES?··
HMMM. I *MIGHT* JUST HAVE TO RIP YOU APART WITH MY BARE HANDS. MESSY BUT EFFECTIVE.
RELAX— I'M *NOT* A DEMON.
HA! KNOW YOU, DEMON, THAT THIS *CHARM* ENABLES ME TO LOOK THROUGH *ANY* SPELL AND SEE YOU AS YOU *REALLY* ARE!

FRIEND, BELIEVE IT OR NOT, THE SIGHT OF THAT TALISMAN *FILLS* ME WITH JOY, FOR IT ENABLES ME TO *PROVE* WHAT I'M ABOUT TO TELL YOU.

CLICK CLICK CLICK!

DON'T WASTE YOUR LIES ON ME. I CAN *SEE* YOU'RE A DEMON. IF YOU WISH TO BEG FOR MERCY, HURRY IT UP, I'M A BUSY MAN.

RIGHT.

COULD YOU DO ME A LITTLE FAVOR FIRST? JUST TAKE YOUR CHARM *OFF* FOR A MINUTE?

TAKE IT OFF? NAY, DEMON. YOU SEEK TO TRICK ME INTO REMOVING MY CHARM THAT YOU MIGHT *KILL* ME.

LOOK, DUMMY, IF WE *WANTED* TO KILL YOU, WE'D HAVE *DONE* IT WHILE YOU WERE OUT COLD, AND YOUR CHARM COULDN'T HAVE STOPPED US.

HONEST AAHZ

THAT IS, INDEED, A FACT.

VERY WELL...

ODD... YOU *STILL* LOOK LIKE A DEMON.

SKRITCH SKRITCH

YOU'VE HAD EXPERIENCE WITH DEMONS?

AYE. I HAVE BEEN A *DEMON HUNTER* FOR OVER FIFTEEN YEARS NOW.

WELL THEN, IN YOUR LONG EXPERIENCE HAVE YOU *EVER* MET A DEMON WHO *LOOKED* LIKE ONE?

OF COURSE NOT! THEY ALWAYS USE THEIR MAGIC TO DISGUISE THEMSELVES.

THEN THAT *PROVES* MY POINT!

WHAT POINT?

IS HE A RELATIVE OF *YOURS*?

?

LET *ME* TRY AAHZ.

LOOK, WHAT HE'S TRYING TO SAY IS THAT IF HE WERE A DEMON, HE WOULDN'T LOOK LIKE A DEMON, BECAUSE IF HE WAS HE WOULDN'T, BUT HE DOSEN'T, SO HE ISN'T, SO HE CAN'T.

OH, I GET IT!

WELL, NOW YOU'VE LOST *ME*!

BUT IF YOU AREN'T A DEMON, WHY DO YOU LOOK LIKE ONE?

SIMPLE, I AM...

ACCURSED!

ACCURSED!

YES, AN OCCUPATIONAL HAZARD...

FOR I AM... *AAHZ!* DEMON HUNTER *EXTRORDINAIRE!*

NEVER HEARD OF YOU.

"HOW FLEETING FAME. TRUST ME. ANYWAY, I ACHIEVED GREAT RENOWN AMONG THE DEMONS DUE TO MY UNPRECEDENTED SUCCESS. INDEED, WHEN IT WAS LEARNED I WAS COMING, MOST DEMONS WOULD EITHER FLEE THE TERRITORY OR KILL THEMSELVES."

OH WOE! IT IS AAHZ!

WE MUST FLEE...

OR KILL OURSELVES!

THE ELDER GODS WENT TO SLEEP NOT ALL I GOT WAS THIS LOUSY T-

DOES HE ALWAYS BRAG THIS MUCH?

HE'S JUST GETTING STARTED.

"TRAVEL TODAY"

"ANYWAY, ONE DAY I WAS CLOSING WITH A DEMON, A PARTICULARLY UGLY BRUTE, WHEN TO MY SURPRISE IT ADDRESSED ME BY NAME!"

AAHZ! BEFORE YOU STRIKE- YOU SHOULD KNOW- YOUR CAREER IS AT AN END!

A CONCLAVE OF DEMONS HAS EMPOWERED ME TO DEAL WITH YOU!

WHETHER YOU KILL ME OR NOT YOU ARE DOOMED TO SUFFER THE SAME END YOU HAVE VISITED UPON SO MANY OF US!

I KILLED HIM, OF COURSE, ASSUMING HE WAS BLUFFING.

"BUT WHEN I RETURNED TO MY HORSE, MY FAITHFUL SQUIRE TOOK ONE LOOK AT ME AND FAINTED DEAD AWAY."

I DID NO SUCH THING! I MEAN··· IT WAS THE HEAT.

YES, BEFORE HE EXPIRED, THE DEMON HAD WORKED A *SPELL* UPON ME CAUSING ME TO APPEAR AS A *DEMON* TO ALL WHO BEHOLD ME.

FIENDISH. CLEVER, BUT FIENDISH.

WISH I COULD DO SOMETHING TO HELP.

WHY... MAYBE YOU *CAN* QUIGLEY, OLD PAL.

I DON'T SEE HOW. I'M JUST A DEMON HUNTER.

PRECISELY WHAT WE ARE IN NEED OF. YOU SEE, WE'RE BEING *FOLLOWED* BY DEMONS.

HMMM, I DUNNO, I'M ALREADY *ON* A MISSION, AND I HATE TO BOOK MYSELF UP IN ADVANCE.

OH YOU WOULDN'T HAVE TO GO OUT OF YOUR WAY. JUST WAIT RIGHT HERE, AND THEY'LL BE ALONG *PRESENTLY*.

WELL, **THAT'S** CONVENIENT. WHY ARE THEY AFTER YOU?

"A VILE MAGICIAN SENT THEM AFTER I WAS FOOLISH ENOUGH TO SEEK HIS AID ··· THE CURSE, YOU KNOW. LITTLE DID I KNOW *HE* WAS IN LEAGUE WITH DEMONS."

OF COURSE. WAIT A MINUTE··· WAS THAT MAGICIAN NAMED *GARKIN* BY ANY CHANCE?

WHY, AS A MATTER OF FACT IT *WAS*. DO YOU KNOW HIM?

DO TELL.

HE'S MY MISSION! THE MAN I'M *OFF* TO KILL.

FOR HAVING TRAFFIC WITH DEMONS, YOU KNOW, THE USUAL.

"WHY *EVERYONE* HAS HEARD OF THE TERRIBLE *GARKIN*, BOY, BUT ALL THOUGHT HIM VANISHED LONG *AGO*. THEN THREE WEEKS BACK, I LEARNED FROM AN INNKEEPER NAMED ISSTVAN – A SINCERE ENOUGH FELLOW – IF A BIT STRANGE – THAT HE'D *REAPPEARED* AND WAS UP TO HIS OLD TRICKS."

HOW DID YOU HEAR OF *GARKIN*?

"BUT WE WERE TALKING ABOUT *YOUR* PROBLEM, SIRS. HOW MANY DEMONS DID YOU SAY THERE WERE?"

"JUST TWO, QUIG, WE'VE CAUGHT GLIMPSES OF THEM OCCASIONALLY."

WELL... I SUPPOSE THAT SINCE IT *WAS* GARKIN THAT SENT THEM OUT... VERY WELL, I'LL DO IT! I'LL ASSIST YOU IN YOUR BATTLE.

THAT'S GREAT. EXCEPT WE WON'T *BE* THERE.

IF I WERE HERE THERE WOULD BE NO FIGHT... MY REPUTATION AND ALL. IF THEY SAW ME HERE THEY WOULD SIMPLY FLEE.

WHY NOT? I SHOULD THINK THAT YOU'D *WELCOME* THE CHANCE ONCE THE ODDS WERE EVEN.

FRANKLY, I FIND THAT HARD TO BELIEVE.

WELL, I MUST ADMIT THAT MY *CHARMED SWORD DOES* HAVE SOMETHING TO DO WITH IT.

CHARMED SWORD?

HMMM? OH, YES, IT WAS WILLED TO ME BY THE FAMOUS DEMON HUNTER ALFONZ DI CARLO, KILLER OF OVER 200 DEMONS.

IT IS SAID THAT WHOEVER WIELDS IT CANNOT BE KILLED BY A DEMON.

"REALLY? NEVER HEARD OF HIM. HOW DID HE DIE?"

"KNIFED BY AN EXOTIC DANCER. TERRIBLE."

"YES, THEY'RE NASTY THAT WAY. BUT ABOUT THE SWORD -- DOES THE CHARM WORK?"

WELL, I HAVEN'T BEEN KILLED BY A DEMON SINCE I USED IT.

AND DEMONS ACTUALLY RECOGNIZE IT AND FLEE, EH?

EXACTLY.

OF COURSE I HAVEN'T HAD OCCASION TO USE IT FOR YEARS. BEEN TOO BUSY TRYING TO GET THIS CURSE REMOVED. SOMETIMES I'VE THOUGHT OF SELLING IT, BUT IF I EVER GET BACK INTO THE BIZ, IT'LL BE A BIG HELP IN RE-ESTABUSHING MY REPUTATION.

HMM. TELL YOU WHAT, JUST TO GIVE A HAND TO A FELLOW DEMON HUNTER DOWN ON HIS LUCK, I'LL TAKE IT OFF YOUR HANDS FOR 5 GOLD PIECES.

FIVE?! YOU MUST BE JOKING! I COULDN'T LET IT GO FOR LESS THAN 200!

AH WELL, THAT COUNTS ME OUT. ALL I'VE GOT IS 50.

K-CHING!

WELL, SEEING AS HOW YOU *WOULD* BE USING IT TO BATTLE THE FIENDS PURSUING *US*, I *THINK* I COULD LET YOU HAVE IT FOR 50.

MONEY'S NO GOOD IF YOU'RE TORN APART BY DEMONS.

BUT THAT'S ALL I'VE *GOT!*

TRUE ENOUGH LET'S SEE IT.

CRUMMY BALANCE—

LOUSY STEEL—

YOU'LL GET USED TO IT.

NICE EDGE ON IT THOUGH.

MMM, BUT 50 GOLD PIECES IS A BIT MUCH.

LOOK AT THOSE JEWELS ON THE HANDLE!

I DID. THEY'RE FAKE.

AH, THEY'RE MADE TO *LOOK* FAKE, TO HIDE THEIR VALUE.

SURE DID A GOOD JOB. WHAT ARE THEY?

BLARNEY STONES.

BLARNEY STONES?

YEP. THEY'RE SAID TO INSURE YOUR POPULARITY WITH THE LADIES IF YOU KNOW WHAT I MEAN.

BUT 50 IS ALL I HAVE!

TELL YOU WHAT, MAKE IT 45 AND THROW IN YOUR SWORD.

MY SWORD?!

OF COURSE. THIS BEAUTY WILL TAKE CARE OF YOU AND YOUR SWORD WILL KEEP MY SQUIRE AND ME FROM BEING TOTALLY DEFENSELESS IN OUR TRAVELS.

WELL··· THAT SEEMS FAIR ENOUGH··· YES, I BELIEVE YOU'VE MADE A DEAL M'FRIEND.

GEE, IT'S A SHAME WE HAVE TO PART SO SOON.

WHY SO SOON, LAD?

YES, NO NEED TO RUSH OFF!

SHUT UP!

BUT M'LORD AAHZ, WE WANTED TO JOURNEY A BIT MORE BEFORE SUNDOWN - AND QUIGLEY HAS THINGS TO DO··· LIKE CATCH HIS UNICORN?

MY UNICORN! ALL MY ARMOR IS ON THAT ANIMAL!!

BUT··· BUT···

YES. I MUST BE OFF. THANK YOU FOR YOUR ASSISTANCE, MY FRIENDS. SAFE JOURNEY.

GOOD LUCK.

HEY! COME BACK HERE!

NOW WHAT WAS THE BIG RUSH TO GET RID OF HIM? AS GULLIBLE AS HE WAS, I COULD'VE TRADED HIM OUT OF HIS *PANTS*!

BASICALLY, I WANTED HIM ON HIS WAY *BEFORE* HE CAUGHT ON TO THE FLAW IN YOUR STORY.

FLAW?! LET'S HEAR THIS BIG FLAW.

"LOOK, HE SAW THROUGH MY DISGUISE-MAGIC BECAUSE OF THE PENDANT THAT LETS HIM SEE THROUGH SPELLS, RIGHT?

RIGHT. AND I EXPLAINED IT AWAY BY SAYING I WAS THE VICTIM OF A DEMON'S CURSE.

WHICH CHANGED YOUR *APPEARANCE* WITH A SPELL. BUT IF HE COULD SEE THROUGH SPELLS, HE SHOULD BE ABLE TO PENETRATE *THAT* ONE TO SEE YOU AS A NORMAL MAN.

RIGHT?

MAYBE WE'D BETTER BE ON *OUR* WAY NOW THAT WE KNOW WHERE ISSTVAN IS.

HONEST AAHZ

TELL ME, AAHZ, WHAT WOULD YOU DO IF *YOU* ENCOUNTERED A DEMON HUNTER AS SMART AS ME?

THAT'S EASY. I'D KILL HIM.

THINK ABOUT IT.

THREE DAYS LATER.

OKAY, KID, THAT'S ENOUGH FOR TODAY. EAT YOUR LIZARD-BIRD AND GET SOME SLEEP.

DO YOU WANT ME TO REMOVE YOUR DISGUISE?

NAH. TONIGHT WE'LL SEE IF YOU CAN HOLD IT IN YOUR SLEEP.

AAHZ? HOW WOULD YOU SAY MY POWERS STACK UP AGAINST THE DEVILS?

WHAT DEVILS?

THE ASSASSINS FOLLOWING US.

I TOLD YOU—THOSE ARE **IMPS** AND EVEN IF THEY GOT PAST QUIGLEY THEY'RE NOT GOING TO CATCH *US*.

WELL ANYWAY, WHAT'S THE DIFFERENCE BETWEEN THEM?

DEEVILS ARE SOME OF THE MEANEST CHARACTERS AROUND—THE MOST FEARED AND RESPECTED CHARACTERS IN THE DIMENSIONS.

WHAT ARE THEY? WARRIORS? SORCERERS?

WORSE.

THEY'RE MERCHANTS.

MERCHANTS?!

DON'T SNEER, KID, MAYBE MERCHANT IS TOO SEDATE A WORD. *TRADERS SUPREME* IS MORE LIKE IT.

"AT ONE TIME THE ENTIRE DIMENSION OF **DEVA** BECAME BLIGHTED AND COULDN'T *SUPPORT* ANY LIFE AT ALL. PLANT, ANIMAL, INSECT, FISH, NOTHING. DIMENSION TRAVEL, ONCE A FRIVOLOUS PASTIME, NOW BECAME THE KEY TO SURVIVAL. MANY LEFT DEVA AND MIGRATED TO OTHER DIMENSIONS. THEIR TALES OF A BARREN, MISERABLE HOMELAND SERVED AS A PROTOTYPE FOR MANY RELIGIOUS GROUPS' CONCEPT OF AN AFTERWORLD FOR EVIL SOULS."

"THE ONES WHO *STAYED*, HOWEVER, DECIDED TO USE THE POWER OF DIMENSION TRAVEL IN A DIFFERENT WAY. THEY ESTABLISHED THEMSELVES AS TRADERS, TRAVELING THE DIMENSIONS, BUYING AND SELLING WONDERS. WHAT IS COMMON IN ONE DIMENSION IS FREQUENTLY RARE IN ANOTHER. AS THE PRACTICE GREW, THESE TRADERS BECAME RICH AND POWERFUL, NOT TO MENTION THE SHREWDEST HAGGLERS ANYWHERE. THEY'RE SCATTERED THROUGHOUT THE DIMENSIONS, RETURNING TO DEVA ONLY OCCASIONALLY TO VISIT – *THE BAZAAR.*"

NO ONE CAN TRAVEL TO ALL THE DIMENSIONS IN ONE LIFETIME. THE BAZAAR ON DEVA IS THE PLACE THE DEEVILS MEET TO TRADE WITH EACH OTHER, AND ANY OTHER TRAVELER WHO DARES TO DEAL WITH THEM. IT'S SAID THAT IF YOU MAKE A DEAL WITH A DEEVIL, YOU'D BE WISE TO COUNT YOUR FINGERS AFTERWARD, THEN YOUR ARMS AND LEGS, THEN YOUR RELATIVES...

I GET THE IDEA. NOW WHAT ABOUT IMPS?

IMPS. *PFAUG!* THEY'RE CHEAP IMITATIONS!

"THEIR DIMENSION, IMPER, LIES CLOSE TO DEVA. THE DEEVILS BARGAIN WITH THEM SO OFTEN THAT THE IMPS ARE ALMOST BANKRUPT FROM ALL OF THE IRRESISTABLE *'FAIR DEALS'* THEY ARE OFFERED."

"TO HOLD THEIR OWN, THE IMPS HAVE TAKEN TO APING THE DEEVILS, ATTEMPTING TO PEDDLE 'WONDERS' THROUGH THE DIMENSIONS. NOW – TO THE UNEDUCATED THEY MAY SEEM CLEVER AND POWERFUL···

"BUT COMPARED TO THE MASTERS THEY'RE BUNGLING AMATEURS."

AAHZ? HOW DID QUIGLEY KNOW ABOUT GARKIN? HE MADE GARKIN SOUND LIKE A···A LEGEND INSTEAD OF AN INCOMPETENT.

INCOMPETENT? WHAT MAKES YOU SAY THAT?

I WAS WITH GARKIN FOR OVER A YEAR AND BARELY LEARNED TO LIGHT A CANDLE. I'VE BEEN WITH YOU LESS THAN TWO WEEKS AND I'M DOING ALL KINDS OF STUFF.

YEAH. IT DOES KINDA MAKE GARKIN LOOK BAD, DON'T IT.

KID, GARKIN USED TO BE THIS DIMENSION'S *WIZARD-IN-RESIDENCE*, IF YOU WILL. HE WASN'T ONE OF THE GREATS. BUT HE WAS KNOWN AND RESPECTED THROUGHOUT THE MANY WORLDS.

WHAT HAPPENED?

"REMEMBER I TOLD YOU THAT A BUNCH OF US TOOK CARE OF ISSTVAN THE LAST TIME HE ACTED UP?"

"WELL, AT THAT FINAL BATTLE, GARKIN WAS WITH US."

BUT... HE... DIDN'T MAKE IT.

WHAT DO YOU MEAN? GARKIN DIDN'T DIE...

DID HE?

KID... SOMEDAY YOU'LL LEARN THAT A MAGICIAN CAN DO THINGS TO YOU THAT ARE INFINITELY WORSE THAN DYING.

...OH.

WHY DIDN'T HE *TELL* ME ANY OF THIS? I WAS HIS APPRENTICE!

GOOD QUESTION. WHY *DIDN'T* HE? CAN YOU THINK OF *ANY* REASON WHY HE WOULDN'T'VE TRUSTED YOU?

YOU WANT TO USE MY MAGIC TO STEAL!!

NO... I CAN'T THINK OF ANYTHING.

I DIDN'T THINK SO. GARKIN WOULDN'T HAVE TAKEN YOU ON UNLESS HE THOUGHT YOU WERE SOMETHING SPECIAL.

AAHZ? WHAT DIMENSION DO YOU COME FROM?

PERV.

...DOES THAT MAKE YOU A PERVERT?

NO, THAT MAKES ME A PERVECT!

NOW SHUT UP!

AAHZ?

NOW WHAT?

WHAT DIMENSION IS THIS?

ER...

SIGH.

THIS IS KLAH, KID.

...WHAT DOES THAT MAKE *ME*, AAHZ?

AAHZ?

SHHHHHHH!

AAHZ, WHAT IS IT?

I THINK WE GOT COMPANY, KID.

Next Issue: Pierce Arrow

CAR OR EPITAPH?

MythPRINTS

WARP GRAPHICS,
2 RENO ROAD,
POUGHKEEPSIE, NY 12603.

I just picked up **MYTHADVENTURES #1**. It's terrific! I must admit, I picked it up because it said "WaRP Graphics" on it; needless to say that was the only reason I bought it (without first looking inside). I assumed it would have the same fine quality and special touch as **ELFQUEST** and **A DISTANT SOIL** - to say the least, it was great! I think what you stand for (independent comics) and what you are doing is fantastic. I wish you great success. You're proving comics aren't just for kids.

Carol Ross
Artesia, CA

***** **Ah, it does this mercenary publisher's black heart good to know that all it takes is that little WaRP triangle to sell a book... Seriously, we are very proud that WaRP Graphics, now that it has a line of comics, also has the kind of reputation for quality (albeit idiosyncratic quality!) that motivates a sale on faith. We'll do our level best never to let you down.**

Thank you so much, so very much, for **MYTHADVENTURES #1**! Thank you Robert Asprin for Aahz, Skeeve, Tanda, Gus, Chumly, Gleep, etc. Thank you Phil Foglio for bringing the aforementioned characters to life. Thank you Tim Sale for an unsurpassed ink job. Thank you M. Lucie Chin for being very legible. And thank you Richard Pini and WaRP Graphics for bringing these people to us! **MYTHADVENTURES #1** was sweet icing to an already marvelous cake and all those involved should be commended (bronzed, sculpted, honored, cherished, worshipped, etc.).

Dena Porter
Doraville, GA

***** **"Well paid" wouldn't hurt, either...**

I very much enjoy your magazine. But I do however think that you could make it come out monthly. That way your readers will not have to wait for that next great issue.

Josh Smith
no address on letter

***** **Dear Bob, Phil, Tim & Lucie: About the new monthly production schedule...**

I just read **MYTHADVENTURES #1**, the start of a heartwarming story about a Pervert and his boy. All I have to say is that it's about what I expected from the people who brought me an elf orgy, Sex in D&D, the miscegenetic relationship between an alien woman and a mutated robot, the Vulgar Unicorn, and Yang the Nauseating. You can tell Aahz I ain't afraid of him. Yang too.

Charlie Ehrenpreis
Denver, Co

***** **Aahz was heard to reply, "Anytime, fella. Alone or with your friends..." Actually, when you say it all in one breath like that, it looks like the MYTH crew has been busy! Now, what to do for an encore?**

Today I got my first issue of **MYTHADVENTURES**. I entered my bookstore, asked if they had it, and when it passed over the counter, I set off drooling with it. I read it twice on the train and a third time when I was back home, before I turned to the editorial pages. When I saw Aahz on the letters page, telling me to write, I decided to do it. I never could refuse a beautiful demon anything anyway.

The only gripe I have is the difference between your mag and some of the same price. 26 pages of newsprint, black and white, for $1.50? I'm not familiar with WaRP Graphics, but I must admit that I was expecting something in the, say, **EPIC** comics format. But I'll buy the series anyway. I wouldn't want Aahz mad at me.

Another thing that bothers me is the fact that you're doing adaptations. No gripe, I've only gotten my hands on the first two novels so far, so the adaptations of the other two will be all new stories for me, but will you end the series with the end of **HIT OR MYTH**? Because I was also expecting all new stories, and I would hate to see the book be cancelled because you only want to do adaptations. Let Asprin think up more stories of our mythfits that you publish after completing the adaptations. Pretty please!

Jean Altman
Ahrensburg, W. Germany

***** **You've raised a couple of points in your letter. First, about the format and price of WaRP Graphics books. The simple reasons are that it's not economically feasible for us to print four-color, and even if it were we have an aesthetic commitment to black and white. Besides, if the comics are collected into color volumes (a la ELFQUEST) then we have the best of both worlds. And we could make the argument that, within the B&W format, WaRP still offers more pages per dollar than anyone else.**

On the topic of adaptations, let's let the next three letters answer that one.

MYTHADVENTURES was truly great "comic relief." The art, story and lettering all blended together beautifully. As a matter of fact I think I'll have to see if I can track down the trade paperbacks and get ahead of you guys. Don't worry, though, I'll still buy the comic when it comes out. Thanks for your time and good luck.

Garey Parker
Mesquite, TX

As for the others, I cannot say, but when Aahz says write, I write.

Congratulations on putting out such a fine magazine. And on a subject that is one of my favorites, Robert Asprin's **Myth** series. This is a story line I have been following since I first picked up my copy of "Another Fine Myth" back in 1980. I now have an outlet for my Myth cravings besides waiting for the next **Myth** book to be released.

Neil Hewitson
San Diego, CA

Heh. Heh. Ha Ha Ha Hahawheehee!! What else can I say? I laughed at the novels, but Phil's art put so much into the comedy of the story. What else can one say about Garkin eating a chicken leg with the claw still on it?

Kathy Coleman
Tucson, AZ

***** **You see? There are plenty of good reasons for doing adaptations. For those who have never heard of or read the Myth books in prose, the comics are a hint of what lies in store. And for those who just can't wait for the next book, the comics provide both pleasant relief from the chronic pain of withdrawal as well as a new way to envision the adventure! And as for the question of new stories, if Bob writes 'em and Phil draws 'em, we'll print 'em.**

This myth is a hit! (Sorry guys, I know that's a cheap one, but I just couldn't resist it.)

Whether you know it or not, you people at WaRP seem to be in competition with Canada's own Aardvark-Vanaheim as the comics company with the most diverse and distinctive lineup. First, now that you have three mags on the go you can be said to have a lineup. Second, though you have fewer titles and a narrower range than A-V, you still have great diversity over your mags. Third and last, as with A-V, each of your mags seems to spring from a deep and idiosyncratic commitment by its creative personnel. Not that other creators and companies don't publish much fine and distinctive work, but you and A-V seem to stand out as taking a, shall we say, more personalized approach to the medium.

Before I get down to #1 itself, I'd like to mention another anomaly with respect to WaRP. Not only do you still publish in black and white, but you've also stuck to the magazine size format, and on "lower quality" paper too. Amidst the rush to the comic-size format, full color, and expensive paper, this move on your part represents either a commitment to your format or an economic decision (I suspect both). And I say if you believe in it, then go with it! Certainly I've always resented the common attitude that black and white art is somehow the poor sister to color. Each one has its advantages and uses.

My overall impression of **MA #1** is that for a mag that appears to be comedic in style and content, it packed a lot of conflict, tension, interesting ideas, and apprehension into the storyline. Foglio's art, while certainly light-hearted in tone, was not so much so that it hindered the darker passages. Story flow was also admirably maintained; there were no breaks when switching to "serious" or "explanatory" modes.

My main fear for Skeeve is that I still don't trust Aahz. Maybe he's not an evil demon, but I still get the feeling that he hasn't been entirely forthright with Skeeve. I mean, if Aahz starts out with Garkin to pull a series of ruses, why should he all of a sudden come clean now?

I'm not normally real big on "Fantasy" works, but I am real big on well-told, unusual stories, so I'll stick around for awhile. Besides, how can you not like a mag whose hero's Brilliant Thought of the Issue is " ²·²· ✕ ✕ ✕ ✕ "

T.M. Maple
Weston, Ontario

***** **Since it costs no more to print magazine size than comic size, we feel that readers will appreciate seeing the art that much larger. Newsprint is, yes, less expensive - but it's also "warmer" to the eye; most of the highly touted white papers are almost garishly cold to look at.**

I was pleased to find your MYTHADVENTURES #1 at my local comic store. I love the artwork (only someone as insane as Foglio could do justice to Asprin's books). The detail is excellent; I especially like the titles in Garkin's library on page 3. It's small details and humor like this that decides if a series will make it. A question though: how many issues of **MYTHADVENTURES** will there be to each book in the **Myth** series?

Ross Markiewicz
Bakersfield, CA

***** **We hope the series makes it for many more reasons than the small details, but we're glad they're there. And as presently planned, each Myth novel will translate into six issues of the comic.**

I just bought and read **MYTHADVENTURES** - it's great! I've had my eye on the books for a while but now I've placed them at the head of my "top priority" list. I want to find out more about Aahz and Skeeve - they are priceless!

The artwork is super, particularly the facial expressions. Skeeve's first good look at a "demon" (last panel, page 9) made me laugh so much that my mother and sister nearly kicked me out of the living room. And Aahz's expressions - he has a terrific range, from his "demonic" chain of looks to his attempts to sweet talk Skeeve into sending him back to his own world. My favorite scene is the full panel page 10. Skeeve looks as though he's met his final destiny, with no reprieve in sight.

The word plays are also funny, and the language differences between Aahz and his new apprentice (like the question about the wombat) are really crazy. Skeeve's vision of a wombat looks like something from a nightmare, and he'd never believe that it's a harmless animal. I can't wait for the next issue! Skeeve and Aahz are among the most interesting characters I've ever seen, and I'll enjoy seeing how they battle the evil magician Ilstvan. I only hope their chances are better than the ones Aahz quotes on the last page.

Teresa Douglas
Harrisburg, PA

***** **Oh, their chances are at least twice as good as those.**

Re: the last page of **MYTHADVENTURES**. YESSIR, Mister Aahz, sir, right away, sir, anything you say, sir!

Um, is this all right, sir? Thank you, sir! Goodbye, SIR!

Erin Kelly (but you can
call me anything you
want to, Sir.)
Pittsburgh, PA

***** **That's what we like around here - a little respect. That about wraps it up for this issue. We love to hear from you, so keep those pens, pencils, word processors, Smith-Coronas, and moving fingers writing, and we'll see you all back here in three months after we learn how Aahz and Skeeve IMPressively IMProvise their way out of the nearly IMPossible IMPasse their visitors have IMPosed on them.**